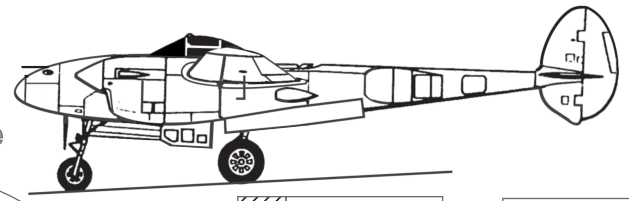
P-38L (Pacific Theater U.S. fuel performance)

Lockheed P-38L "Lightning". Day Fighter. P.V.: 24. Engine Type: I. Producer: U.S.A. Deliveries began in July '44. A total of 3,923 L models built. Not used by 8th Air Force.
Loaded: Can carry up to two bombs at medium range.
Note: No two consecutive inverted Game-Turns allowed.
Note: (x) Maneuver Requirement values apply to Bank/H-Roll/ V. Dive only. Special Note: Two successive 1/2 Turns (within one hex) must be separated by two linear hexes (Turns allowed to resume within the second hex). 4 Turns per Game-Turn maximum.

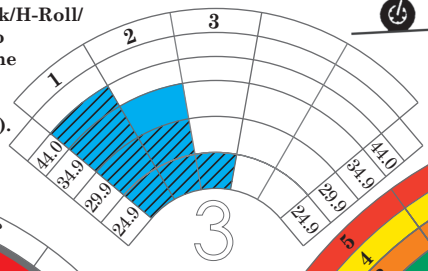


***H-Loop: +.9 to Maneuver Sp. black Max. Dive value, Level Sp.: +1.5. Both +.2 per 5.0. (No Dive Sp. Value*)**
***Diving H-Loop not allowed from a Current Sp. above 6.**

Stall Speed	
Maneuver Sp.	
Level Speed	
Dive Speed	
Loaded (Opt.)	-2
Stall Speed Above 4.9.	+1

Dive Sp. -2

Speed Change



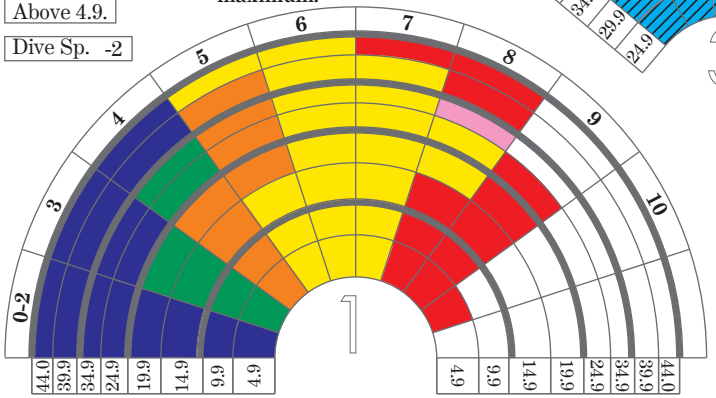
Power Factors
Brake Factors

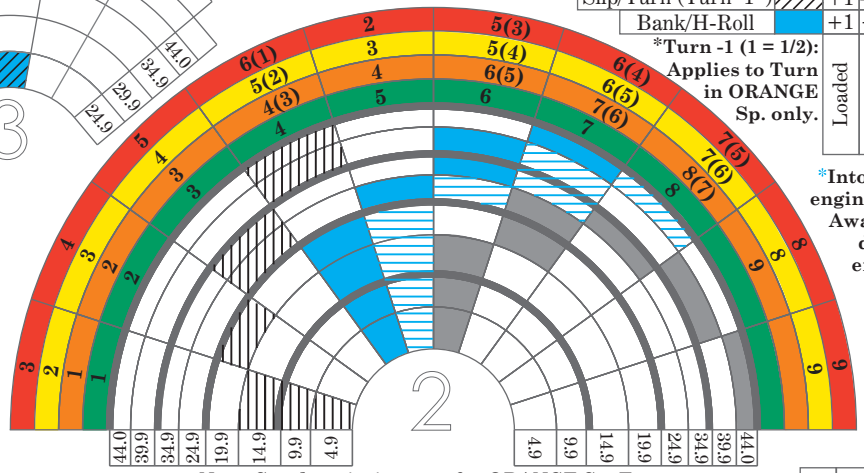
Half Loop*	P		-4
L,R/LB V. Dive	P	+1	1hx
Slip/Turn (Turn -1*)	+1	+2*	-S
Bank/H-Roll	+1	+1	+0

Loaded | Engine out | Inverted

***Turn -1 (1 = 1/2): Applies to Turn in ORANGE Sp. only.**

***Into dead engine only. Away from dead engine: +1.**





Note: See description text for ORANGE Sp. Turns.

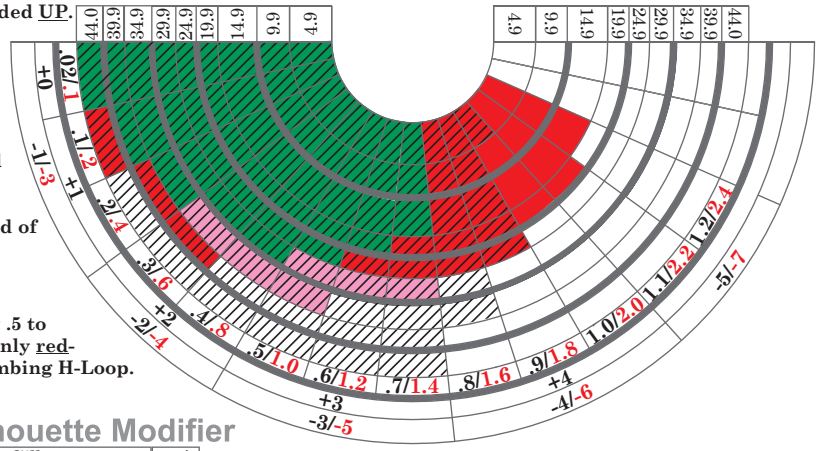
Speed Increments

Altitude Change

Maneuverability Requirements

		Loaded	Engine out
Dive Acceler.	+1		
Climb Deceler.	-1		
Max. Dive		-.2	-.1
Dive Sp. Climb		-.6	-.8
Max. Climb		-.2	-.5

Special Note: Non-Level Max. Climb is -50% (rule #9) PLUS .1, or .05 fraction rounded UP.



Special Vertical Dive Restrictions:

The P-38L cannot perform a Second Consecutive Game-Turn V. Dive if V. Dive was initiated from above a Current Airspeed of 4 above 14.9 and of 5 below 15.0.

Note: With one engine out reduce Max. Level Sp. by -3 and altitude by .5 to ceiling of 24.9. Drop any load. Use only red-numbered climb loss values. No climbing H-Loop. Power Factors: 1/2 to 24.9.

Target Characteristics

W	5	5		Cn	4	Mg	10		
F	5			L	3				
C	3			C	_				
E	2	E	_	E	_	E	2		
G	|	4M	4C	4M	|			
	|	(6)	(6)	(6)	|			
	FF FF								

Variants

Add one hit value to all "C" hits on target.

Silhouette Modifier

Silhouette	+4